<u>Listing of Claims:</u>

(Claims 13-17, 19-27 and 29-32 have been amended)

1-12. (Previously canceled)

13. (Currently Amended)   A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

testing the user on said subject <u>after materials on said subject has been presented for the user to learn</u>;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and

analyzing said test results using said relationship rule to generate a recommendation,

wherein the method further comprises selecting materials for the user to review, with said materials previously being assessed to have been learnt by the user.

14. (Currently Amended)   The method as set forth in claim 13, wherein:

~~the plurality of areas includes line-items;~~

testing the user on said subject comprises testing the user on a plurality of <u>areas</u> ~~line-items; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two line-items in said test results~~

<u>wherein</u>

<u>the subject includes a broad area and a narrow area, with the broad area covering the narrow area; and</u>

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the recommendation can be on the broad area or the narrow area.

15. (Currently Amended) The method as set forth in claim 13, wherein based on the recommendation, materials are presented to the user to allow the user to practice on the subject so as to further enhance the user's understanding in the subject.

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~~the plurality of areas includes minor topics;~~

~~testing the user on said subject comprises testing the user on a plurality of minor topics; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two minor topics in said test results~~.

16. (Currently Amended) The method as set forth in claim 13, wherein the user is allowed to be involved in an interactive exploration to learn about the subject. ~~:~~

~~the plurality of areas includes major topics;~~

~~testing the user on said subject comprises testing the user on a plurality of major topics; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two major topics in said test results~~.

17. (Currently Amended) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

testing the user on said subject after materials on said subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and

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analyzing said test results using said relationship rule to generate a recommendation,

wherein the method further comprising identifying a relationship-item for learning, said relationship-item relating an area and another area of the subject, with said another area being an area previously being assessed to have been learnt by the user.

18. (Previously Presented)   The method as set forth in claim 17, further comprising selecting an area to review, with said area previously being assessed to have been learnt by the user.

19. (Currently Amended)   A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

testing the user on said subject after materials on said subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said subject; and

analyzing said test results using said relationship rule to generate a recommendation ~~assess said user's understanding of said subject~~; and

determining a reward for said user ~~based on assessing said user's understanding of said subject~~.

20. (Currently Amended)   The method as set forth in claim 19, further comprising restricting said user from enjoying certain materials not for learning said subject ~~based on an assessment of said user's understanding of said subject~~, wherein said materials require a device to fulfill its entertainment purpose.

21. (Currently Amended)   A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and

analyzing said test results using said relationship rule to generate a recommendation assess said user's understanding of said subject;

wherein the method further comprises restricting said user from enjoying materials not for learning said subject based on an assessment of said user's understanding of said subject, wherein said materials require a device to fulfill its entertainment purpose.

22. (Currently Amended)   The method as set forth in claim 21, further comprising determining a reward for said user based on assessing said user's understanding of said subject.

23. (Currently Amended)   A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject after materials on said subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to generate a recommendation; and

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selecting materials for the user to review, with said materials previously being assessed to have been learnt by the user.

24. (Currently Amended)   The computer readable medium as set forth in claim 23, wherein:

~~the plurality of areas includes line-items;~~

testing the user on said subject comprises testing the user on a plurality of <u>areas</u> ~~line-items; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two line-items in said test results~~

<u>the subject includes a broad area and a narrow area, with the broad area covering the narrow area; and</u>

<u>the recommendation can be on the broad area or the narrow area.</u>

25. (Currently Amended)   The computer readable medium as set forth in claim 23, wherein <u>based on the recommendation, materials are presented to the user to allow the user to practice on the subject so as to further enhance the user's understanding in the subject.</u>

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~~the plurality of areas includes minor-topics;~~

~~testing the user on said subject comprises testing the user on a plurality of minor-topics; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two minor-topics in said test results.~~

26. (Currently Amended)   The computer readable medium as set forth in claim 23, wherein the user is allowed to be involved in an interactive exploration to learn about the subject. ~

~~the plurality of areas includes major-topics;~~

~~testing the user on said subject comprises testing the user on a plurality of major-topics; and~~

~~analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two major-topics in said test results.~~

27. (Currently Amended)   A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject after materials on said subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to generate a recommendation; and

identifying a relationship-item for learning, said relationship-item relating an area and another area of the subject, with said another area being an area previously being assessed to have been learnt by the user.

28. (Previously Presented)   The computer readable medium as set forth in claim 27, further comprising selecting an area to review, with said area previously being assessed to have been learnt by the user.

29. (Currently Amended)   A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject <u>after materials on said subject has been presented for the user to learn</u>;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to <u>generate a recommendation</u> ~~assess said user's understanding of said subject~~; and

determining a reward for said user ~~based on assessing said user's understanding of said subject~~.

30. (Currently Amended)   The computer readable medium as set forth in claim 29, further comprising restricting said user from enjoying certain materials not for learning said subject ~~based on an assessment of said user's understanding of said subject~~, wherein said materials require a device to fulfill its entertainment purpose.

31. (Currently Amended)   A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to <u>generate a recommendation</u> ~~assess said user's understanding of said subject~~; and
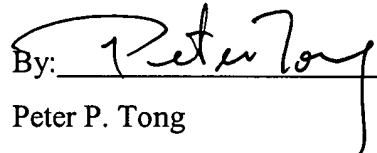
restricting said user from enjoying materials not for learning said subject ~~based on~~ ~~an assessment of said user's understanding of said subject~~, wherein said materials require a device to fulfill its entertainment purpose.

32. (Currently Amended)   The computer readable medium as set forth in claim 31, further comprising determining a reward for said user ~~based on assessing said~~ ~~user's understanding of said subject~~.

Dated: April 7, 2004   Respectfully submitted,

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